Video Title Shop™

GRAPHICS COMPANION II

Graphics Companion II includes 5 new Canvases, 6 new Character Fonts, 4 Border Fonts (32 different Borders), and 6 Clip-Art Fonts (over 100 pictures) to use with **Video Title Shop** to enhance your Sequences. Border and Clip-Art Fonts are typed on the computer screen in the same way that Character Fonts are.

This booklet gives directions for using the Graphics Companion II Canvases and Fonts. If you've read the instructions and you're still unsure which keys to type to produce what Clip-Art picture or Border, try a few experiments.

DEFINITIONS

Canvases are solid-colored or graphics backgrounds you can import directly to Video Titler or enhance in **MicroPainter™ Plus**.

Character Fonts are alphanumeric characters (a,b,c...1,2,3, etc.) in various styles and sizes.

Border Fonts and Clip-Art Fonts are pictures that are typed on the screen, just like Character Fonts.

Transient Fonts are any Character, Border, or Clip-Art Fonts other than the default Font (the default Font is the one you always get if you don't make a specific Font selection).

WARNING

When saving anything in Video Titler (Sequence, Font, Canvas, or Page), make sure the Page on-screen does NOT have more than one Transient Font! Files can be lost if a save is performed from a Page which has more than one Transient Font. This applies to all Video Title Shop programs through and including version 2.0.

Video Titler Designed and Programmed By
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Instructions Written and Designed By
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GETTING STARTED

Make a copy of both sides of the Graphics Companion II disk (use a standard disk or file copy program). Use this backup copy to work with and keep the original in a safe place.

Load Video Titler or MicroPainter Plus, following the instructions in the **Video Title Shop** manual.

TO LOAD A GRAPHICS COMPANION II CANVAS

Insert the Graphics Companion II disk in the drive and follow the instructions in the VTS manual for loading a Canvas (you can load Canvases in MicroPainter Plus *or* Video Titler). If you're using a Canvas as part of a Video Titler Sequence, don't forget to save the Canvas to the same data disk as the Sequence.

TO LOAD A GRAPHICS COMPANION II FONT

Insert the Graphics Companion II disk in the drive and press C **F** (you can load Fonts only in Video Titler). Now, use the Joystick or Up or Down Cursor keys to select ***FROM DISK***. Press RUN/STOP. Use the Joystick or Up or Down Cursor keys to select the Font you wish to load and press RUN/STOP twice. Once a Font file is loaded, enter the Edit mode (C **E**) and type.

Note: When you've finished typing, don't forget to press RUN/STOP to exit the Edit mode.

If you're using a Font as part of a Video Titler Sequence, be sure to save the Font to the same data disk as the Sequence. It's a good idea to save each Font to your data disk as soon as you load it from the Graphics Companion II disk. ***Never try to save from a Page that has more than one Transient Font on it!***

Character Fonts on the Graphics Companion II disk are:

OBLIQUE COMPUTER ELEGANT

MODERN PLAIN COMMON

Oblique, Computer, Elegant, and Modern are on Side 1, Plain and Common on Side 2 of the Graphics Companion II disk.

When you're typing Character Fonts, letters appear in upper-case. Hold down the SHIFT key while typing to get lower-case letters (*never* press the SHIFT LOCK key).

There are a few special symbols not shown on your Commodore keyboard that you can type with Video Title Shop Fonts. In the illustration below, the keys on the left are the ones you type to get the symbols on the right (type **£** to get \, for example).

← = _	Shift ← = ■	Shift £ = |
£ = \	Shift + = {	Shift @ = `
↑ = ^	Shift − = }	Shift ↑ = ~

Note: Some Character Fonts don't have lower-case letters. Also, not all characters are available in all Fonts.

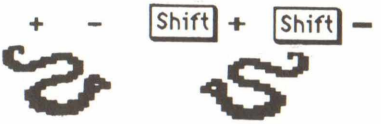
Clip-Art Fonts are grouped in 6 Font files. Illustrations of the Fonts in each file are shown in this booklet. With each illustration are letters indicating the keys you type to get that picture.

When you see lower-case letters and symbols with a Clip-Art illustration, just type on the computer's keyboard to get the picture. When you see upper-case letters and symbols, hold down the SHIFT key while typing.

Example: Select the Font ***MISC2 CLIPS***; enter Edit mode, and type **w q e**. You'll see this picture:

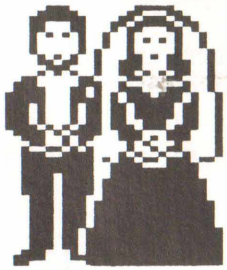
Some Fonts are reversible: hold down the SHIFT key while typing the letters for a Font to get a mirror image of that Font.

Example: Select the Font named ***MISC2 CLIPS***, enter the Edit mode, and type **+ −**. Now, hold down the SHIFT key and type **+ −**; see the difference?



When you need more than one line of keys to produce a Clip-Art Font, press **RETURN** before entering the second line.

Example: Select the Font named ***MISC3***, enter the Edit mode, type **1 2 3**, and press **RETURN**. Now type **q w e**. This picture will appear on the screen:



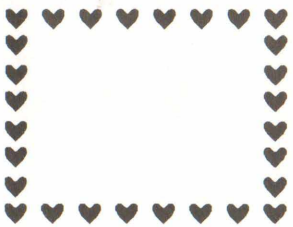
Once you create a Clip-Art picture, treat it as you would any Object in Video Titler.

Border Fonts are grouped into 4 Font files with 8 Borders in each file. Illustrations of the Borders in each file are shown in this booklet. With each illustration are letters indicating the keys you must type to get that Border.
When you see lower-case letters and symbols with a Border illustration, just type on the computer's keyboard to get the picture. When you see upper-case letters and symbols, hold down SHIFT while typing.

Example: Select the Font named ***Borders3*** and enter the Edit mode. Type

12222223 RETURN
7 6 spaces **8 RETURN**
7 6 spaces **8 RETURN**
45555556 RUN/STOP

and you'll see this Border:



HELPFUL HINTS

When you playback a Sequence that contains two or more Transient Fonts, you'll notice almost constant disk access. This is because Video Titler can only store one Transient Font in memory and must go back to the disk for the others. On the next page, we describe one way to use several Transient Fonts on a Page without constant disk access.

Suppose you want to create the "Happy Valentine's Day" picture shown on the back of the Graphics Companion II box. This picture has 3 Transient Fonts: the heart Border, the cupid Clip-Art, and the *Elegant* Character Font.

First, create the heart Border (it's in the Font file ***BORDERS3***) and save it as a Page (refer to the VTS manual); name this file *HAPPY*. Your heart Border is now a Canvas. Load a Blank Sequence, then load this Canvas. Now, place the cupid Clip-Art on the Canvas (it's in the file ***MISC4***) and, again, save it as a Page with the file name *HAPPY*. Load a Blank Sequence, then load the Canvas again.

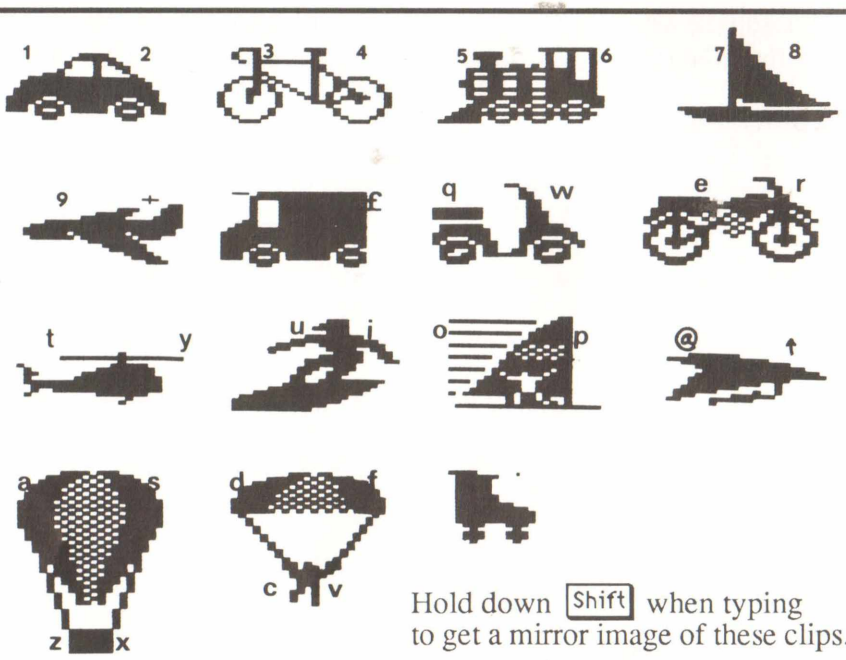
Next, Select the ***ELEGANT8X16*** Font and type in the text. Save this Font to disk as a Font. You can now create a Sequence *and* save it from this Page, because there is only one Transient Font (the heart Border and cupid Clip-Art are now part of the Canvas!).

Note: Once a screen's saved as a Page, the Objects become part of the saved Canvas and cannot be Edited.

IMPORTANT NOTICE

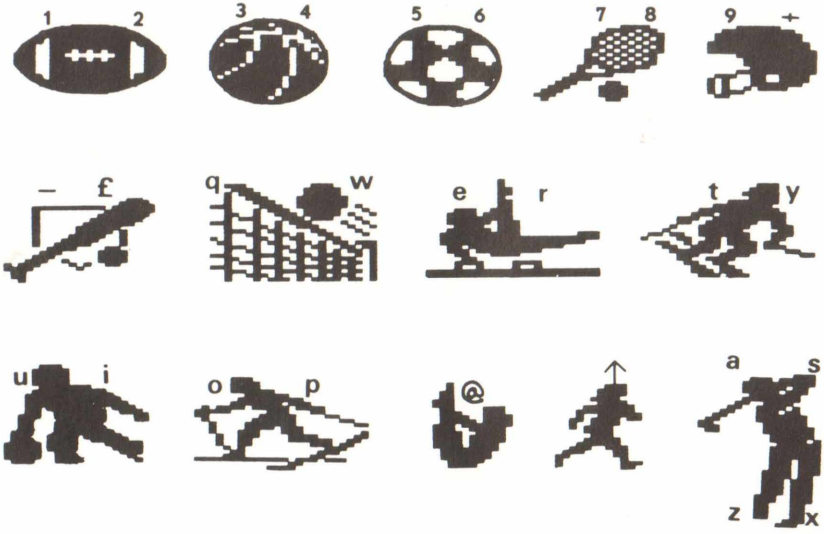
When you're typing **Character Fonts**, letters appear in upper-case. Hold down the SHIFT key while typing to get lower-case letters.

Clip-Art Fonts and **Border Fonts** work differently. With these, you use the SHIFT key to get upper-case letters.



Hold down Shift when typing to get a mirror image of these clips.

TRANS CLIPS



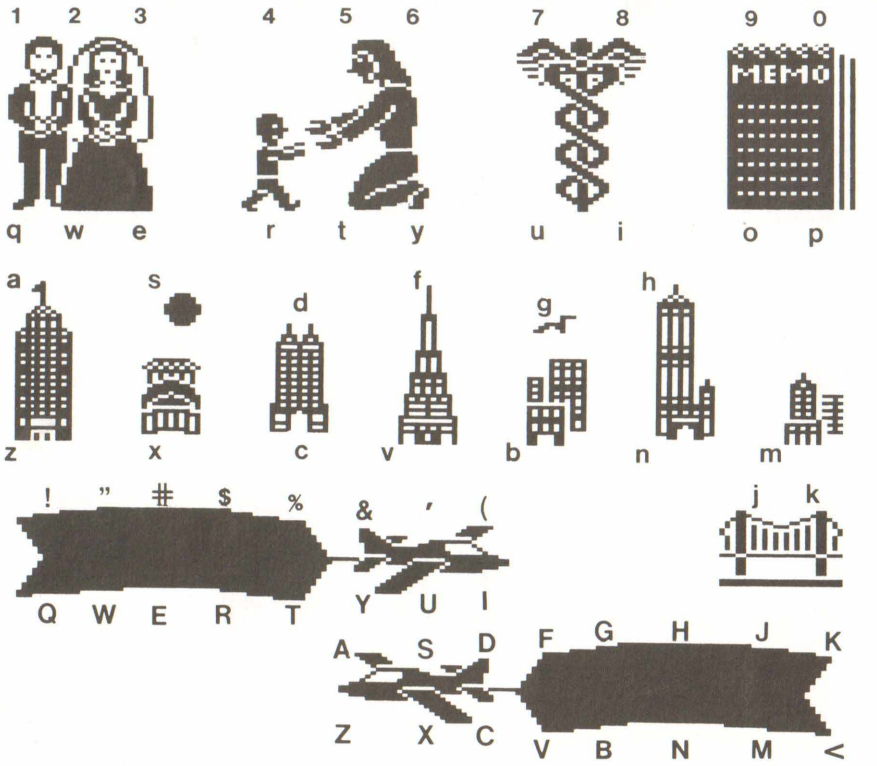
Hold down Shift when typing to get a mirror image of these clips.

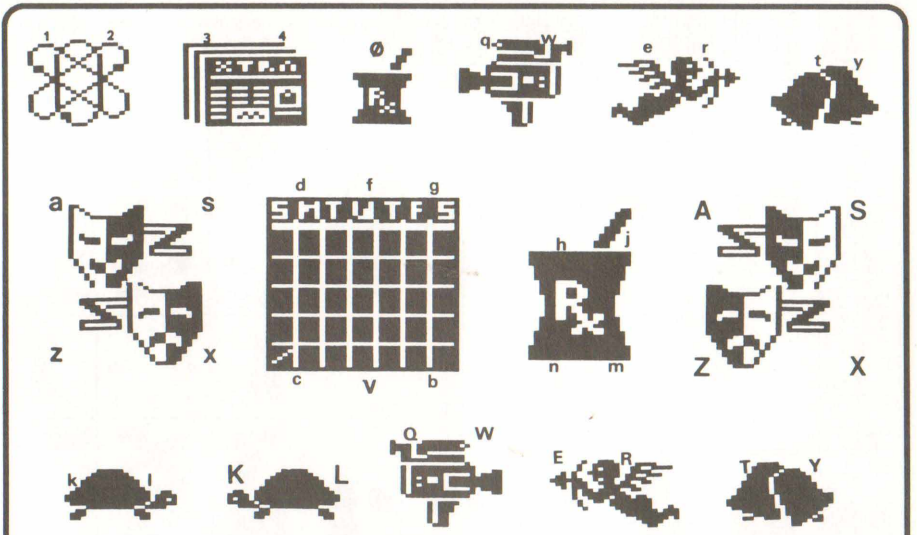
SPORTS CLIPS

1
2
3
4 5
6 7
8 9
0
+ -
Shift +
Shift -
Shift £
@ *
q
w e
r t
y u
i o
p
a s
d f
g h
j k
l
z x
c v
b n
m ,
. /
SALE
$
Q
W
A
S
D F
G H

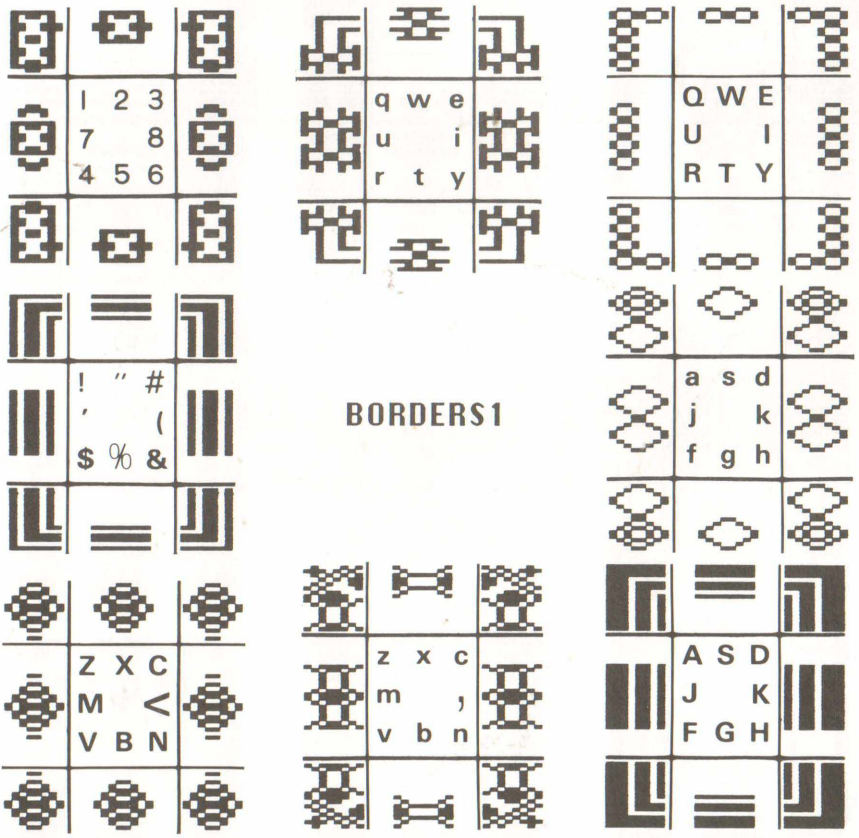
MISC1 CLIPS

1 2
3 4
5 6
7 8
9
£
Hold down Shift when typing to get a mirror image of these seven clips.
q w e
r
t
y u
i
o p
@
*
a
z
MISC2 CLIPS


1 2 3
4 5 6
7 8
9 0
MEMO
q w e
r t y
u i
o p
a
s
d
f
g
h
z
x
c
v
b
n
m
! " # $ %
& ' (
j k
Q W E R T
Y U I
A S D F G H J K
Z X C V B N M <
MISC3 CLIPS

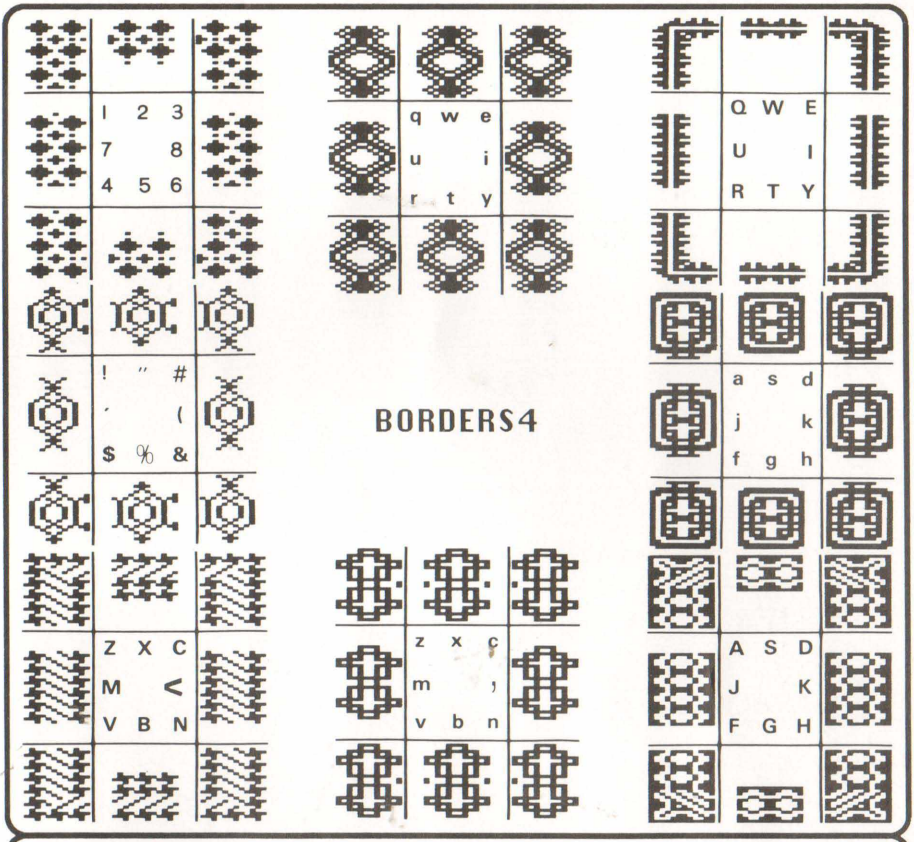


MISC4 CLIPS



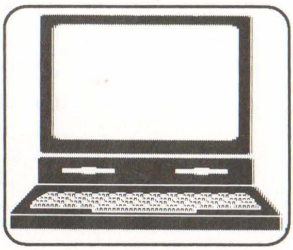
BORDERS1

BORDERS2
BORDERS3

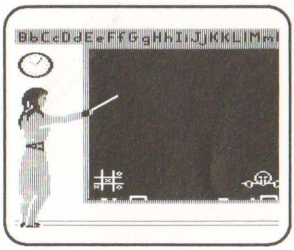


CANVASES

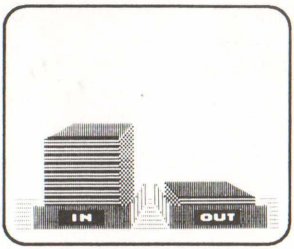
CONFERENCE



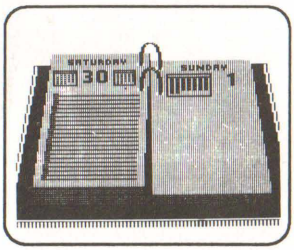
COMPUTER



BLACKBOARD



IN-OUT BOXES



DESK CALENDAR

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